

A promotional image for the video game 007 Nightfire. It features a close-up of Pierce Brosnan as James Bond, holding a handgun. In the background, a woman is visible. The title '007 Nightfire' is prominently displayed in the center.

007 *nightfire*



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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INTRODUCTION

<<INCOMING TRANSMISSION FROM M>>

The world is once again in need of your talents, 007.

As you know, Phoenix International Corporation, run by the international green industrialist Rafael Drake, has been entrusted with dismantling warheads throughout the world. These efforts have been billed as being philanthropic in nature, but we realize he has more sinister motives. Intelligence implicates Drake in organizing the theft of a secret component of the missile guidance hardware intended for the U.S. Space Weapons Platform. Unfortunately, Drake has been very careful to keep his plans well hidden.

This is where you come in, 007. With some help from Q, and a number of key agents in the field, you must stop Drake in his plans for total world domination.

<<END TRANSMISSION>>

FOR MORE INFO about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

NOTE: See enclosed Install Guide for Technical Support information.

GAME TIP

Many situations are better handled by stealth than strength.

COMPLETE CONTROLS

Get to know these controls intimately, 007.

BOND CONTROLS

ACTION	KEYBOARD
Move Forward/Backward	[W] / [S]
Move Left/Right	[A] / [D]
Turn/Look	Mouse ←→
Jump	[SPACEBAR]
Crouch	[CONTROL]
Lean Left/Right	[L] / [3]
Cycle Weapons/Inventory	Mouse Wheel
Reload	[R]
Use/ Action	[E]
Fire Weapon/Gadget	Left Mouse button
Alternate Fire	Right Mouse button
Drop Item	[T]
Q-Specs	[F]
Q-Specs Mode Switch	[V]
Switch Weapon / Gadget Inventory Modes	[G]
Pause Game	[ESC]
View Objectives/Hints	[TAB]
Quick Save	[F5]
Quick Load	[F9]

GAME TIP

Use the scope on the sniper rifle to survey unfamiliar environments.

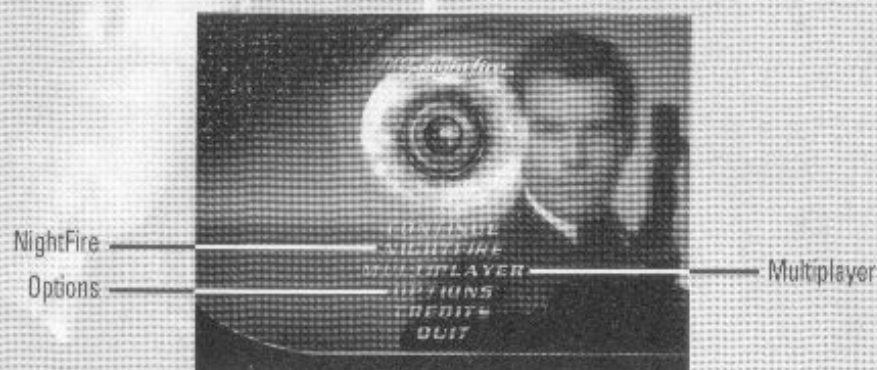
SETTING UP THE GAME

Let's go over the basics, 007.

NOTE: Default options are listed in bold type.

MAIN MENU

Access the Single and Multiplayer gameplay, options, or game credits.



- | | |
|--------------------|---|
| NIGHTFIRE | Play a Single Player game (➤ <i>Setting Up a Single Player Game</i> below). |
| MULTIPLAYER | Use the Internet or a local area network to fight with or against friends (➤ <i>Creating a Multiplayer Game</i> on p. 5). |
| OPTIONS | Configure options to best suit your gaming style (➤ <i>Options</i> , p. 5). |
| CREDITS | View the game credits. |

NOTE: The CONTINUE option appears if you have previously saved a game. Clicking CONTINUE loads your last saved game.

SETTING UP A SINGLE PLAYER GAME

To begin a single player *NightFire* game:

1. Click NIGHTFIRE from the Main menu. The NightFire menu appears.
2. Click NEW GAME from the NightFire menu. The Select A Difficulty screen appears.
3. Click the difficulty level you would like to play at: OPERATIVE, AGENT, or 00 AGENT. The action begins.

GAME TIP

Use your environment to your advantage—for instance, a group of soldiers near a gas drum can be eradicated with one well-placed shot.

CREATING A MULTIPLAYER GAME

To create a Multiplayer game:

1. Click MULTIPLAYER from the Main menu. The Multiplayer menu appears.
2. With the CREATE GAME tab selected, customize your game by choosing the options you desire for it. For more information, ➤ *Multiplayer Menu* on p. 17.
3. Click START on the bottom of the screen to begin your Multiplayer game.

OPTIONS

Change how you hear, see, and control Bond through the Controls, Audio, and Video menus.

⊙ Click on CONTROLS, AUDIO, or VIDEO to view its options.

CONTROLS

⊙ Click the Actions, Movement, and Game tabs to adjust the individual controls.

To change the control key for an Action or Movement:

1. Click the action or movement that you would like to change.
2. Press the key or mouse button that you would like to assign that action or movement to. The action or movement is assigned.

MOUSE OPTIONS

INVERT MOUSE Y AXIS When checked, your mouse movement is inverted so that moving upwards causes the POV to shift downwards and vice versa.

MOUSE SENSITIVITY Change the response level of your mouse—the higher you move the slider, the less you need to move your mouse to turn Bond.

AUDIO

⊙ Move the sliders to change the levels of the Master Volume and Music Volume.

GAME TIP

Search all areas thoroughly for well-kept information or hidden supplies.

VIDEO

☉ To toggle through setting choices, click the yellow text that appears after each option.

RESOLUTION

Set the screen resolution for your monitor. Higher resolution may decrease framerate.

COLOR DEPTH

Toggle between 16-bit and high detail 32-bit color modes. Your desktop bit depth is automatically used in windowed mode.

REFRESH RATE

Select the refresh screen draws per second. This option can only be modified in full screen mode. Windows® 2000/XP required.

TEXTURE QUALITY

Configure the level of texture detail in the game. Higher quality may decrease performance.

TEXTURE RESOLUTION

Choose the resolution for the textures in the game. A higher setting may decrease game performance.

ANTI-ALIAS

Choose the level of edge smoothing. Higher anti-aliasing may decrease framerate.

DECAL LIMIT

Adjust the maximum amount of decals displayed (i.e., explosion scorchs and bullet holes).

BRIGHTNESS

Adjust the overall brightness of the game.

ACCURATE FLARES

Check this box to properly display light behind characters. Turn off to improve performance.

MODEL QUALITY

Set the quality of the game models. Higher quality may decrease performance.

EFFECTS QUALITY

Set the quality of the game effects, such as weather and weapon impacts. Lower the quality to improve performance.

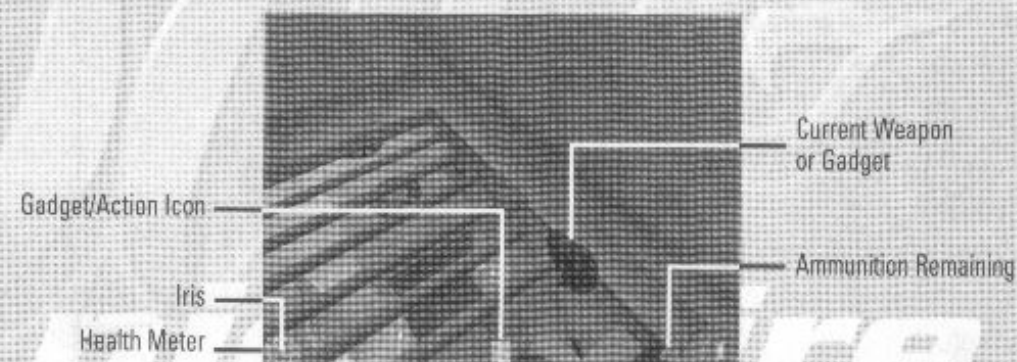
GAME TIP

Try activating anything that looks like a knob or switch or secret passageway—anything that may be opened, turned on/off, destroyed, etc.

BOND IN ACTION

Saving the world means keeping an eye on everything around you, 007.

GAME SCREEN



HEALTH METER

When your Health Meter is a complete blue circle, you possess 100% health. As your health depletes, the circle's segments disappear.

IRIS

When the Iris blinks, a new hint is available.

CURRENT WEAPON OR GADGET

Your current weapon or gadget.

AMMUNITION REMAINING

Indicates how much ammunition you have and the total number of rounds you're carrying.

GADGET/ACTION ICON

When an icon appears, perform or use the conveyed action or gadget (➤ *Gadget/Action Moves* on p. 8).

❖ To view a new hint when the Iris blinks, press **[TAB]**.

PAUSE MENU

Through the Pause menu you can Save or Load your game, access the Options menu, Quit, or Resume your game.

☉ To access the Pause menu, press **[ESC]** at any time.

SAVE GAME

Save current game (➤ *Saving & Loading* on p. 19).

LOAD GAME

Load a game (➤ *Saving & Loading* on p. 19).

OPTIONS

Access the Options menu.

END GAME

End your current game.

QUIT

Quit *James Bond 007: NightFire*.

RESUME

Resume your game.

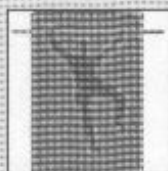
GAME TIP

Shoot out overhead lights to remain hidden in the shadows.

GADGET/ACTION MOVES

When you need to climb a wall, perform a hand-over-hand move, or burn something with your laser watch, a green or blue rectangular icon appears on the screen. This tells you that you can perform a gadget or action move.

HAND-OVER-HAND



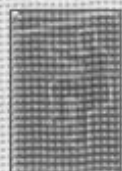
To perform a hand-over-hand move:

1. When the green Hand-Over-Hand icon appears, press [E] and the view switches to third person.
2. Press [W] to move Bond forward or [S] to turn Bond around while hanging.
3. Press [E] again to drop.

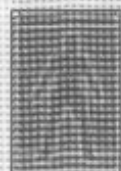
WALL CLIMB AND LEDGE STRAFE

Wall climbing and ledge strafing moves happen automatically. When in a position to perform these moves, your view automatically switches to third person and the Wall Climb or Ledge Strafe icons appear on the screen.

⊙ Press [W]/[S] and [A]/[D] to move ↑ and < >, respectively.

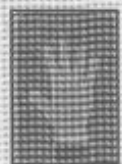


Wall Climb Icon



Ledge Strafe Icon

USE ITEM



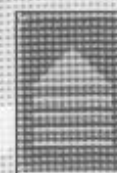
Use Item Icon

When the Use Item icon appears, you are being given a hint to interact with the item present. Press [E] to use the item.

GAME TIP

Don't forget to use your gadgets; they are vital to your success.

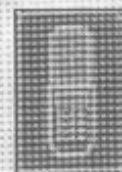
LEVEL TRANSITION AHEAD



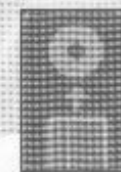
Level Transition Ahead Icon

The Level Transition Ahead icon indicates that you are coming close to leaving a level, and serves as a reminder to complete all of the activities in the area before proceeding.

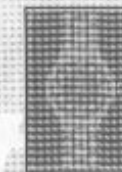
HACK ITEM, Q-WORM, AND LASER WATCH



Hack Item Icon



Q-Worm Icon



Laser Watch Icon

These three symbols indicate that the respective gadget is appropriate to use where you are.

GAME TIP

When you see an enemy in the distance, stay out of sight, take your time, and drop him with a headshot.

CHARACTERS

A whole new cast of allies and enemies await you at every turn.

ALLIES

DOMINIQUE PARADIS

This stunning French beauty is ideally suited for deep undercover operations. She's also a small arms and explosives expert. Enlisted to track down a missing nuclear warhead, Dominique has infiltrated Drake's organization. Make close contact with her, 007. You will need all of her considerable skills to gain access to Drake's plans.

ZOE NIGHTSHADE

You will be paired again with an old ally, Zoe Nightshade. Agent Nightshade, as you know, is a rising CIA field agent. Her driving skills are world-class.

ALURA MCCALL

An Australian Intelligence operative on loan to MI6, Alura McCall is extremely adept with a variety of firearms. You'll find her services very useful, I'm sure.

ENEMIES

RAFAEL DRAKE

Raised in the Soviet Union by a South African father and a Brazilian mother, Rafael Drake is a brilliant and charismatic businessman. In his effort to eradicate post-industrial waste, Drake transformed the Phoenix International Corporation from an ecology-ravaging behemoth into the world's leading "regeneration" company.

ARMITAGE ROOK

As Rafael Drake's head of security, Armitage Rook is a formidable adversary. With his massive physique and determined will, Rook has an incredible ability to survive anything. He'll be difficult to get rid of.

ALEXANDER MAYHEW

Mayhew oversees Phoenix International Corporation's Japanese holdings and has full knowledge of Drake's dealings. It's highly likely that Mayhew has key information at his country estate outside Tokyo.

MAKIKO HAYASHI

Makiko Hayashi is the bodyguard for Alexander Mayhew. Her diminutive appearance belies a body lethally honed in the martial arts. Her loyalty to Mayhew is unquestioned.

GAME TIP

If you sneak up on an enemy from behind, put your gun to his back and he'll surrender.

MISSIONS

Outsmart and maneuver your way through these missions in order to save the world. Remember, the most important thing is to complete your mission objectives.

RENDEZVOUS

The world is once again in need of your talents, 007. The Phoenix International Corporation, run by the international green industrialist Rafael Drake, has been decommissioning nuclear weapons for the last few years. Intelligence suggests there are more sinister motives behind Drake's actions. Unfortunately, Drake has been very careful to keep his plans well hidden. This is where you come in, 007. Drake is throwing a gala event in his Austrian castle, and we have reason to believe that the party is a cover for a secret meeting with his conspirators. I need you to leave immediately for Austria. Infiltrate the party at the castle, and learn what you can. Good luck, 007.

AIRFIELD AMBUSH

Drake's private airfield is your way out, 007. Unfortunately, it is heavily guarded and well secured with powerful surveillance technology. Together, you and Agent Nightshade need to locate a means of escape. Your best bet is to use utmost stealth.

UNINVITED GUESTS

Alexander Mayhew, Drake's trusted partner turned informant, has requested your protection at his countryside estate, outside Tokyo. Mayhew is in possession of extremely sensitive files that cannot fall into the hands of Drake, or those of his Yakuza thugs. Be sure that Mayhew's employees remain unharmed, then secure the files and escape with Mayhew.

PHOENIX RISING

We now know that Drake is developing a technology code-named NightFire, and we've confirmed that the plans are being kept in a database within Phoenix International's headquarters building in downtown Tokyo. Covertly infiltrate the tower and plant the Q-Worm virus. We know the building is extremely well guarded, 007, and has a state-of-the-art alarm system. Setting off the alarm will guarantee a difficult route out of the building.

HIDDEN AGENDA

The NightFire files you retrieved confirmed that Drake is pursuing a dangerous plan involving a private nuclear arsenal. Evidence suggests that one of his factories is a cover for some kind of training facility. Gain access to the facility and learn what you can. Do use caution, 007, as Drake's henchman Rook is onsite, heading up the facility's security detail.

GAME TIP

Look for glowing objects; they provide clues as to what action you should perform.

HIGH TREASON

You and Agent Paradis have been brought back to Drake's penthouse at the top of the Phoenix Tower. You must find your way safely out of the facility. We look forward to hearing of your successful departure.

ISLAND GETAWAY

The island you're on is the site of Drake's stronghold and the very heart of his NightFire operation. Satellite reconnaissance indicates that the island houses an elaborate system of subterranean caves. Infiltrate the facility and sabotage Drake's plans. Agent McCall will assist you in preventing Drake from continuing his nuclear reassembly plans.

ZERO MINUS

The intelligence you gathered strongly indicates that Drake has moved several nuclear missiles offsite. Locate Drake and determine where the missiles are secretly being stored. You must stop Drake from launching his arsenal. As you know, the consequences could be devastating.

REENTRY

We have tracked Drake's shuttle to the International Space Station. Your shuttle will dock shortly. You must get inside and stop Drake before it's too late. We now know he has the nuclear missiles onboard, and is more than willing to use them. Best of luck, 007. The fate of many nations rests in your hands.

GAME TIP

If you are a proficient marksman, you can conserve ammo, boost your point total, and avoid dangerous firefights.

BOND EQUIPPED

A key to all successful agents, besides their abilities, is their equipment. Get to know yours, 007.

BODY ARMOR

Body armor comes in very handy when not amongst friends.

❖ Armor comes in two varieties; a full armor jacket, or individual armor plates. A full jacket restores your armor to 100%, while plates add incrementally.

NOTE: Body Armor cannot protect you from injury caused by falling from heights or drowning.

WEAPONS

You'll need to become familiar with the weapons at your disposal in order to complete this mission successfully. You need to remain agile and quick on your feet, so you will only be able to carry a maximum of four firearms at any one time. Remember to manage your inventory wisely, 007.

PISTOLS

WOLFRAM P2K

Your old standby, the Wolfram P2K, is equipped with a removable silencer. It is a very accurate weapon and comes in handy in a number of situations.

KOWLOON TYPE 40

The favored sidearm of the Phoenix International guards, this handgun is extremely accurate, with a rapid-fire rate.

RAPTOR MAGNUM

This Magnum delivers enormous stopping power in a hard-hitting, heavy .357 caliber shell.

MACHINE GUNS

STORM M9-32

Also known as the Sturm or Ruger, this is a reliable, lightweight machine gun.

SUISSE SG5 COMMANDO

Designed for the Swiss Special Forces, this lightweight but high-powered weapon. It can be fitted with a laser sight under the barrel and can shoot a single shot or 3-round burst.

MUNITIONS BELGA PDW90

Larger and heavier than normal submachine guns, the PDW90 is accurate, easy to use and the first in a new line of firearms.

GAME TIP

Don't try to barrel through groups of enemies; take cover and pick them off one at a time.

SPECIALIZED WEAPONS

FRINESI AUTOMATIC 12

This shotgun's internal magazine holds eight 12-gauge shells. Its larger capacity and rapid rate of fire make this an effective combat weapon.

SEAMASTER UP44

This dart pistol is the only weapon that can be used underwater. The UP44 has five barrels, each loaded with a single dart.

WINTER COVERT SNIPER

The standard bolt-action issue of the British Army is fitted with a two stage power telescopic sight, and uses powerful .300 Magnum rounds.

MILITEK MARK 6 MULTI GRENADE LAUNCHER

This semi-automatic grenade launcher fires highly explosive, fragmentation grenades across long distances and can inflict damaging shrapnel injury. The six-grenade rapid-fire chamber is highly effective against large groups.

AT-420 SENTINEL

The HEAT warhead on this portable tube-launched missile launcher is capable of inflicting tremendous damage. It can be fired in two ways: camera-guided or unguided. With camera guidance, you won't be able to move until the missile has detonated; the unguided mode fires the missiles one at a time.

PHOENIX INTERNATIONAL EXPERIMENTAL LASER RIFLE

This experimental weapon emits a high-powered laser beam. It's an effective weapon, but it requires a short time to recharge the integral power cells before reuse.

PHOENIX INTERNATIONAL X6 ANNIHILATOR

Drake's R&D Weapons Division developed this belt driven, rapid fire, shoulder cannon under tight secrecy. We've observed Phoenix's Elite squads armed with the X6, so you'll likely encounter them at some point. Be careful, 007, you don't want to be on the wrong end of this weapon.

GAME TIP

Listen to M's advice; she won't mislead you.

EXPLOSIVE DEVICES

FRAGMENTATION GRENADE

This hand grenade contains an explosive core surrounded by a matrix of over 5000 steel balls in a thermoplastic shell. When the explosive filler detonates, the balls fly out at high velocity.

LASER TRIPMINE

A composite plastic explosive, this charge device was intended for point defense. The laser tripmine needs to be attached to a solid object before it will arm. The alternate mode transforms this device into a proximity mine, triggered by a highly tuned audio sensor. In either mode, the mine will detonate with extreme force in a wide radius.

FLASHBANG GRENADE

A high intensity light producing hand grenade, the FlashBang grenade is designed to visually stun those caught nearby when it explodes. The FlashBang grenade can be useful in tight situations, but remember that the flashbang effect is indiscriminant. If you are too close when it detonates, it will impair your vision equally as well as your enemies'.

GADGETS

Q has fashioned some rather nice equipment for your mission, 007. Please try to return everything in one piece this time.

STUNNER

Your car keys have been altered into an electric stunner. This device holds a small charge that can disable an enemy at close range. Use it wisely—it must recharge after every use.

LASER WATCH

Your watch has been fitted with a small focused laser. It's not very effective against enemies, but it'll do the trick on locks and wires.

CELLPHONE GRAPPLE

Q has converted your cell phone into a personal grappling hook. Aim it at a grapple hook surface and fire—it should carry you right to your target in no time at all.

DART PEN

Another ingenious Q-lab device, this ordinary looking pen houses a powerful tranquilizer dart. This gadget is an extremely useful and highly effective means of subduing a target while remaining stealthy.

DECRYPTOR

A standard PDA has been transformed by Q into a custom wireless data unlocking device, powerful enough to overcome local electronic security devices.

GAME TIP

If you kill civilians, your mission is over.

MICRO CAMERA

Compact and discreetly disguised as a cigarette lighter, the Micro Camera takes pictures very quickly. This is an invaluable device for gathering information in the field.

Q-SPECS

These glasses are the latest generation of military technology, with upgrades performed by Q-lab. They enhance ambient light and have thermal-imaging capabilities for viewing in near-infrared light. Additionally, they are powerful X-ray imagers, with the ability to see through walls, flesh, and clothing. The battery is limited, but self-charging, so please use them conscientiously.

Q-WORM

A standard looking credit card, the Q-Worm conceals a small CD containing a powerful virus program. When you upload this worm program into a computer, you allow Q-Branch technicians to remotely view activity on a target system, as well as giving yourself access to local system controls.

PHOENIX RONIN

Created by Phoenix International, the Ronin is a rapid-fire auto cannon disguised as a suitcase. Once deployed, it automatically detects and fires at any movement in front of it. The Alt-Fire allows remote detonation of the gun in a self-destruct explosion.

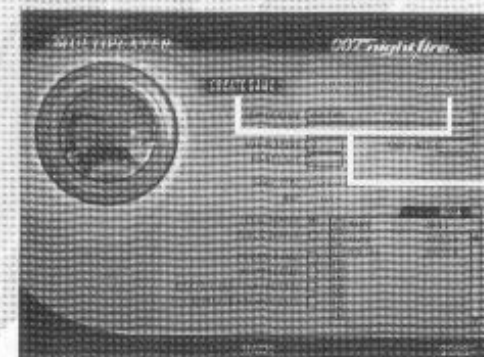
GAME TIP

Reload whenever you have a chance, even if you have half a clip remaining.

MULTIPLAYER MENU

These scenarios pit M16 agents and others against skilled enemy opponents.

Create your own multiplayer game, join a multiplayer game, or edit your persona from the Multiplayer menu.



Tabs—The multiplayer menu is divided into three screens, each denoted by tabs. Click the desired tab to bring up that menu.

CREATE GAME

To Create a Multiplayer Game:

1. Choose MULTIPLAYER from the Main menu. The Multiplayer menu appears.
2. Click CREATE GAME and customize your game by adjusting the options to your specifications (► *Create Game Options*, below).
3. When you are finished customizing the options, click START. Your game begins.

CREATE GAME OPTIONS

Adjust game options to create the perfect multiplayer game for others to join.

SERVER NAME	Enter a server name.
PASSWORD	Enter a password that other players must know in order to join game.
MAX PLAYERS	Select the maximum number of players permitted to enter game.
TIME LIMIT	Select the desired time limit of game.
POINT LIMIT	Select the number of points required to win the match.
CAPTURE LIMIT	Select the number of flag captures required to win the CTF match.

The Capture Limit can only be adjusted when playing a Capture The Flag game.

GAME TYPE	Select a game type (► <i>Game Types</i> on p. 18).
MAP	Toggle through the available map locations.
LOCAL SERVER	Click if the game is played on a local server.

GAME TIP

If your health is low, take the time to backtrack and search for body armor.

PUBLIC SERVER
FRIENDLY FIRE
WEAPONS STAY

Click if the game is played on a public server.
If selected, team members can cause injury to one another.
Select whether player or Bot weapons stay on the ground after the player or Bot is dispatched.

**FILL SERVER TO 60%
WITH BOTS**

Automatically fills 60% of player slots with AI Bots.

BOTS

Customize the addition of highly intelligent AI Bots.

NAME

Name of AI Bot to enter game.

SKILL

Skill level of AI Bot to enter game.

JOIN GAME

Join another player's multiplayer game.

To Join a game:

1. Click JOIN GAME from the Multiplayer menu.
2. Choose either the LAN or INTERNET tab.
3. Click UPDATE to locate available servers.
4. Highlight a server name and click CONNECT. You've joined the game.

EDIT AGENT

Customize your character's name, appearance, and connection speed.

CHARACTER

CODENAME Give your character an online identity.

COMBAT TRAINING MODEL Select which player you appear as in the Combat Training game.

TEAM MI6 MODEL Select which player you appear as when on the MI6 Team.

TEAM PHOENIX MODEL Select which player you appear as when on the Phoenix Team.

OPTIONS

CONNECTION SPEED Choose between 56K, ISDN, or CABLE/DSL/T1.

GAME TYPES

Choose from several different game types to challenge you friends to.

COMBAT TRAINING Engage in a multiplayer free for all.

TEAM COMBAT TRAINING Choose sides and play cooperatively as you engage one another.

CAPTURE THE FLAG Choose sides and play cooperatively as you attempt to capture the opposing team's flag and return it to your base.

GAME TIP

When you require stealth, attach the silencer to your Wolfram PP1.

SAVING & LOADING

To save a game:

1. Press [ESC] at any time. The Pause menu appears.
 2. Click SAVE GAME. The Save Game screen appears.
 3. Click SAVE. Your game is saved.
- ❖ You can also save by pressing [F5].

NOTE: *James Bond 007: NightFire* periodically autosaves games. They are described as Autosave.

To load a game from either the Pause or NightFire menu:

1. Click LOAD GAME.
 2. Highlight the file that you would like to load.
 3. Click LOAD. Your game loads.
- ❖ You can also load the most recent Quicksave by pressing [F9].
- ⊙ To Delete a game file, highlight it in the Save or Load Game screen and click DELETE.

GAME TIP

Keep an eye out for snipers in high places.